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NEWFOUNDLAND - DRAMA

WITHDRAWN



GOVERNMENT OF NEWFOUNDLAND AND LABRADOR
DEPARTMENT OF EDUCATION

EDUCATIONAL DRAMA

*GAMES AND ACTIVITIES
FOR THE CLASSROOM*

WITHDRAWN

September 1980

Authorized by: The Minister
Department of Education

Teachers generally, seem appreciative of the booklets prepared by the E.D.S.E. Council over the last several years, and since Singing Games was intended to be one in this series, we have spent some time this year collecting and putting together the items in this booklet. It is presented as our second newsletter of the year but representation has been made to the Curriculum Division to have it included in the series and made available to teachers through School Supplies.

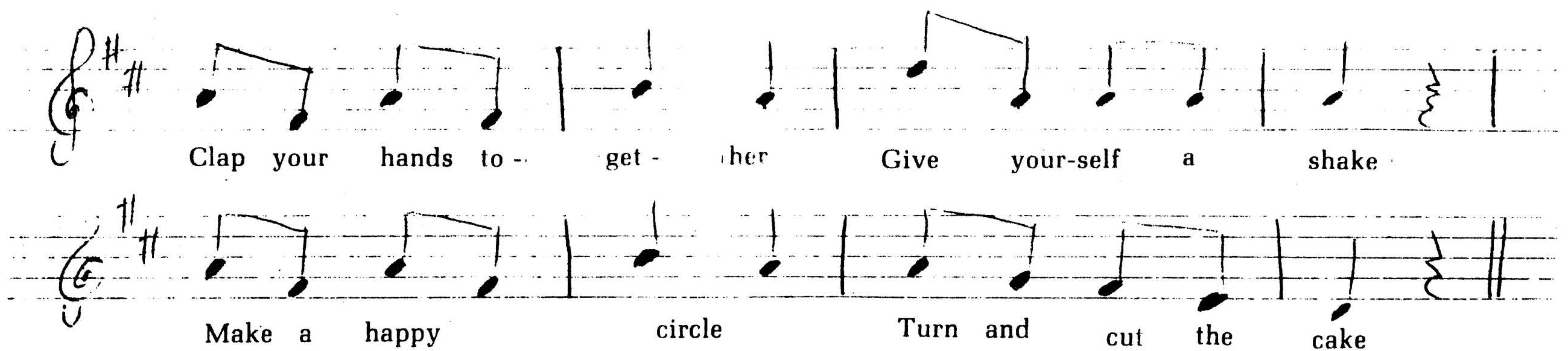
SERIES — Booklets (I) - Perception; (II) - Movement; (IV) - Improvisation; (V) - Dramatization; (VI) - Puppetry; (VII) - Singing Games.

SINGING GAMES

The traditional singing games of many nations have become a part of our heritage and are worthy of being preserved for their own merits. Their value in Educational Drama will be appreciated as the teacher makes the transition from Movement to Improvisation and on into Dramatization.

The following is a selection of such singing games which can be used effectively. The first five are examples of controlled movement, the others will give opportunity for imaginative movement and improvisation.

CUT THE CAKE

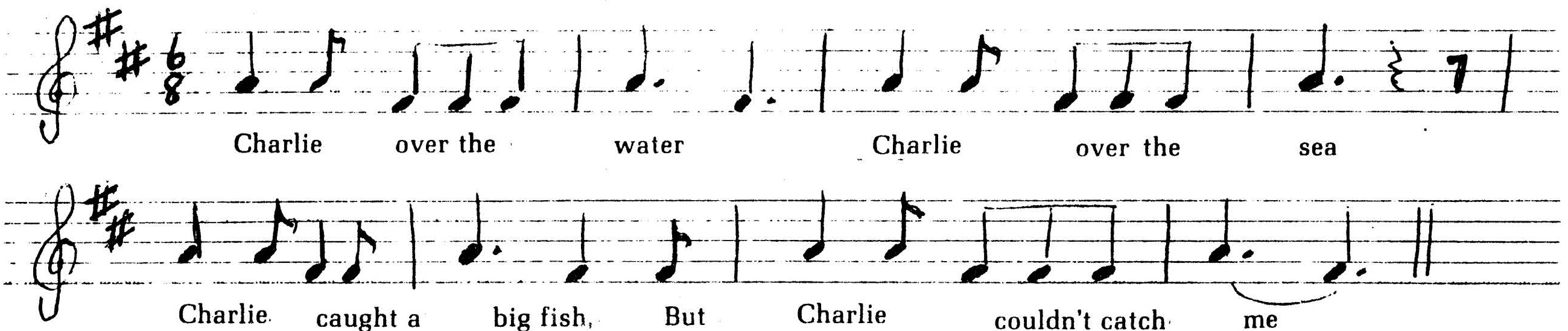


Clap your hands to - get - her Give your-self a shake

Make a happy circle Turn and cut the cake

Make circle with child in center. Children in circle clap hands on first line, shake on second, join hands on third. On last line, the child in center turns around and cuts between the hands of two people in circle - the two run in opposite directions and whoever gets back to the place first becomes "it" in the center.

CHARLIE OVER THE WATER



Charlie over the water Charlie over the sea

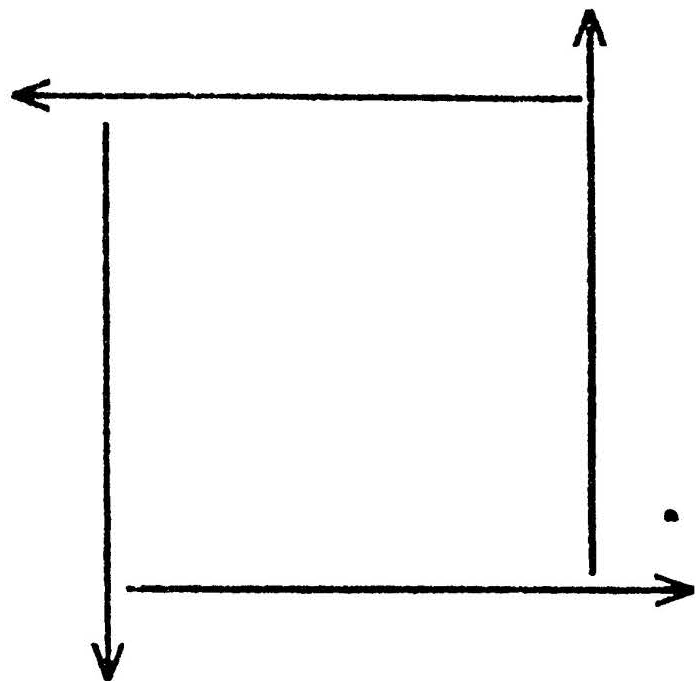
Charlie caught a big fish, But Charlie couldn't catch me

Circle game with children sitting. "Charlie" walks on the outside of the circle and taps a child on the head at the end of song. "Charlie" and child run in opposite directions - last one back to vacated spot becomes "Charlie".

THREE BLIND MICE

(Any number of children--no partners)

Form large square, face in.



SING

Three blind mice
 Three blind mice
 See how they run
 See how they run
 They all ran after
 the farmer's wife
 She cut off their tails
 with a carving knife.
 Did ever you see
 such a sight in your life
 As three blind mice?

DANCE

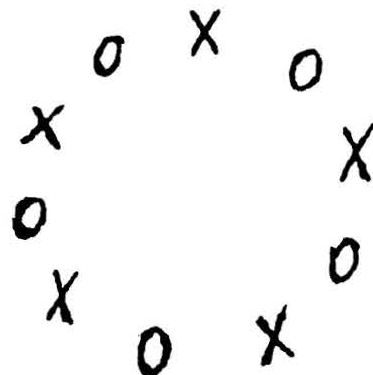
Cover eyes with hands and
 take 4 steps in and 4 steps
 back to original position.
 Face right and take 4 steps
 forward and 4 steps back.
 4 steps to centre
 4 steps back clapping hands
 together on the word cut.
 Turn round in place shading
 eyes with hand as if
 searching for something.
 Stand facing centre and
 cover eyes.

Three Blind Mice



PUSH THE BUSINESS ON

Take partner, form a large circle, hands joined and facing in.
(partner on right)



SING

We'll hire a horse and buy a rig
And all the world will dance a jig,
And we will do the best we can
To push the business on.

Chorus:

To push the business on

To push the business on

And we will do the best we can,
To push the business on.

DANCE

Everyone gallops to the
right.

All drop hands, partners face
each other and clap our own
hands on check marks. (3 times).

Clap partners hands on check
marks. (3 times)

Swing partners round and round
ending with partner on left.

Push the Business On



CHRISTMAS IS COMING

Any number in one large circle or in two or three small circles with hands joined in close formation.

SING

Christmas is coming
The geese are getting fat
Please to put a penny in the
old man's hat

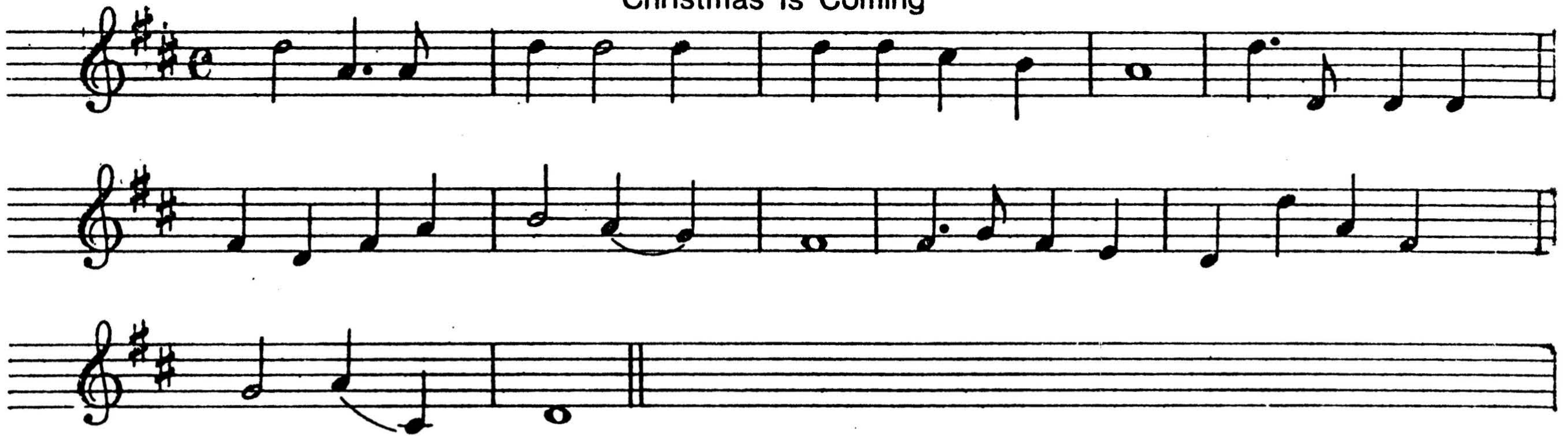
Please to put a penny in the
old man's hat

DANCE

Move to left 4 steps
Move to left 4 steps but spread out
Drop hands, move towards centre
(4 steps as indicated). Move,
dropping a penny on the word hat.

Move back 4 steps and form a close
circle again.

Christmas Is Coming



POP GOES THE WEASEL

Children form groups of three.

(Simplified Version)

SING

All around the chicken coop

The monkey chased the weasel

Monkey thought t'was all in fun

Pop! Goes the weasel!

DANCE

With hands joined, children skip round in time to beat.

Skip in opposite direction.

One child breaks away, the other two face him and jump up and down on beat.

The couple form arch with joined hands and the third child pops under and tries to find another couple to join.



BOW BELINDA

With partners facing from two long lines. (This is a simple version of the traditional dance.)

SING

Bow, bow, bow Belinda
Bow, bow, bow Belinda

Bow, bow, bow Belinda
won't you be my darling?

Right hand up O Belinda
" " " " "
" " " " "

won't you be my darling?

Left hand up O Belinda
Both hands up O Belinda

Shake that big foot O Belinda
" " " " " "
" " " " " "

won't you be my darling?

Let's go walking O Belinda
" " " " "
" " " " "

won't you be my darling?

DANCE

Girls advance, bow and return
to places.

Boys advance and bow and return
to places.

Lines advance, partners join right
hands, circle twice and to places.

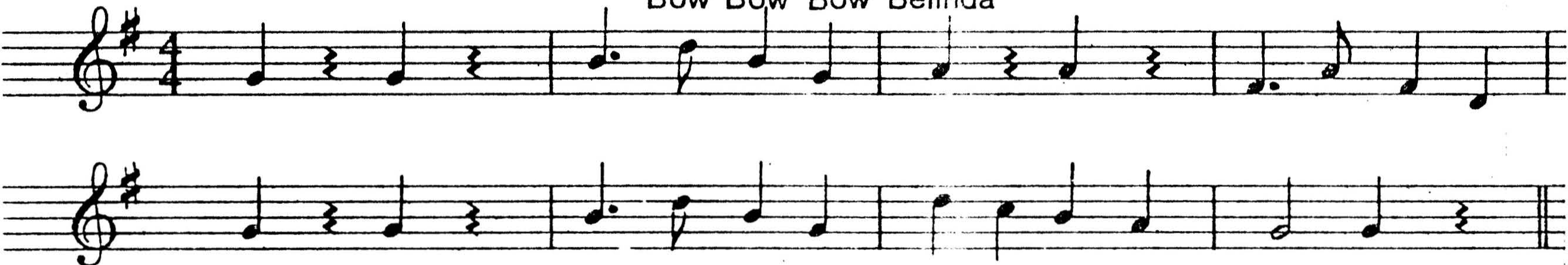
Repeat with left hands.
Repeat with both hands.

Girls advance and shake foot.

Boys advance and shake foot.

First couple make an arch under
which all the others pass going
to right and left and up the floor
to reform in lines. The first couple
follow and thus become the last couple.

Bow Bow Bow Belinda



LOOBY-LOO

Children join hands in a large circle and mime in accordance with the directions of the song. Begin and end with the refrain.

Refrain:

Here we dance Loo-by-Loo
Here we dance Loo-by-light
Here we dance Loo-by-Loo
All on a Saturday night.

Children dance in circle.

1. I put my right hand in
I put my right hand out
I give my hand a shake
And turn myself about.

Children stand in circle
facing in and following
direction of song.

2. I put my left hand in, -----
3. I put my both hands in, -----
4. I put my right foot in, -----
5. I put my left foot in, -----
6. I put my head way in, -----
7. I put my whole self in, -----



DID YOU EVER SEE A LASSIE?

Children form a circle with one child in the centre.
With hands joined they sway to the music for the
first 7 bars and then imitate whatever amusing
movements the centre figure makes for the remain-
der of the tune.

"Did you ever see a lassie, a lassie, a lassie
Did you ever see a lassie, do this way and that?"

Do this way and that way and this way and that way,
Did you ever see a lassie do this way and that?"

The centre figure is then changed and the song re-
sumes. Lassie is substituted for Laddie, if a boy
is in the centre.

Did you ever see a Lassie?



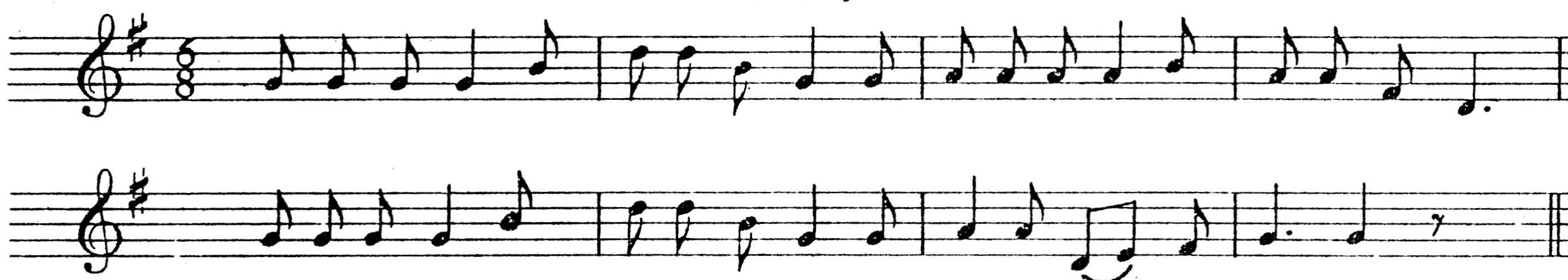
THE MULBERRY BUSH

On the first verse the pupils form a large circle and walk round in time to the music. In the other verses the pupils face the centre and follow the directions of the words using imagination.

Additional verses can be added and mimed.

1. Here we go round the Mulberry bush,
The Mulberry bush, the Mulberry bush.
Here we go round the Mulberry bush,
So early in the morning.
2. This is the way we wash our clothes ...
3. This is the way we iron our clothes ...
4. This is the way we sweep the floor ...
5. This is the way we scrub the floor ...
6. This is the way we brush our hair ...

Mulberry Bush



OATS, PEAS, BEANS, AND BARLEY

1. Oats, peas, beans, and barley grow,
Oats, peas, beans, and barley grow,
Can you, or I, or anyone know
How oats, peas, beans, and barley grow?
2. Thus the farmer sows his seed,
Thus he stands and takes his ease,
He stamps his foot and claps his hands
And turns him round to view his lands.

Oats Peas Beans and Barley



GO ROUND AND ROUND THE VILLAGE

Go round and round the village
Go round and round the village
Go round and round the village
As we have done before.

Go in and out the windows
" " " " " "
" " " " " "
As we have done before.

Now stand and face your partner
" " " " " "
" " " " " "
And bow before you go.

Now follow me to London
" " " " "
" " " " "
As we have done before

Go Round and Round the Village



A circle of children represents the village. As the first verse is sung one child runs around the village. The others join hands and raise arms to form windows. The child runs in and out the windows.

Child stops and bows to one of the children in the circle, who follows into the circle and takes his place.

NAUGHTY PUSSY CAT

Naughty Pussy cat! You are very fat! You have butter on your whiskers

Naughty Pussy cat!

A "cat" is in center of circle - an old woman on the outside, who is very angry that the cat has eaten all the butter. The children raise arms (at end of song) to make windows, cat runs out the window and the old woman chases the cat. She then becomes the new cat and another old woman is chosen.

HERE COMES A BLUEBIRD

1. Here comes a bluebird, in through my window
2. Take a little partner, out in the garden

Hey diddle dum-a day, day, day
Hey diddle dum-a day, day, day

Circle - "bird" weaves in and out of circle. On second verse the bird chooses a partner and dances around in center of circle. Partner then becomes the bird.

GREEN GRAVEL

Green gravel, green gravel, your grass is so green. The fairest young
Fine lady that ever was seen. Oh, Mary, oh Mary, your true love is
D. C. al fine dead. He sent you a letter to turn round your head

Game: Groups of three, hands joined, walk clockwise to the beat. On B part ("Oh Mary"...) two hold hands high and the third (without dropping hands) crosses under upheld hands. The two with upheld hands now pivot and follow (hands still joined). Circle is now facing outward with hands behind and skips in counterclockwise direction. For repeat of A, first person backs out under upheld hands and others follow, the reverse procedure of previous change.

ONE ELEPHANT

One elephant went out to play, on a spider's web one day

He had such e - normous fun, He called on another elephant to come.

Game: One child who is the first elephant walks around inside the circle. At end of verse 1 he chooses another elephant. This is repeated for each verse, until the whole circle is in the line of elephants.

SHOE GAME

You must pass this shoe from me to you, to you

You must pass this shoe and do just what I do

MOVEMENT PATTERN:

1. Children kneel in circle, each holding a shoe in right hand.
2. Tap 8 times for beats in first 2 measures.
3. Change shoe to left hand and tap 4 times (3rd measure).
4. Each child passes his shoe to the person on the left and picks up the shoe which the person on the right hand has passed to him (4th measure).
5. Repeat.

When children become proficient, do the movement more quickly.

PUNCHINELLO

Look who is here, Punchin- el- lo, funny fellow

Look who is here, Pun-chin- el- lo, funny boy

2. What can you do
Punchinello funny fellow?
What can you /
Punchinello funny boy?
3. We'll do it too...
4. Who do you choose...

Game: Circle, with "it" in center, while others walk around and sing. V. 2. - child in center makes up an action; V. 3. - others copy action; V. 4. - child in center closes eyes and points as he turns around - person he is pointing to becomes new "Punchinello".

HOT POTATO



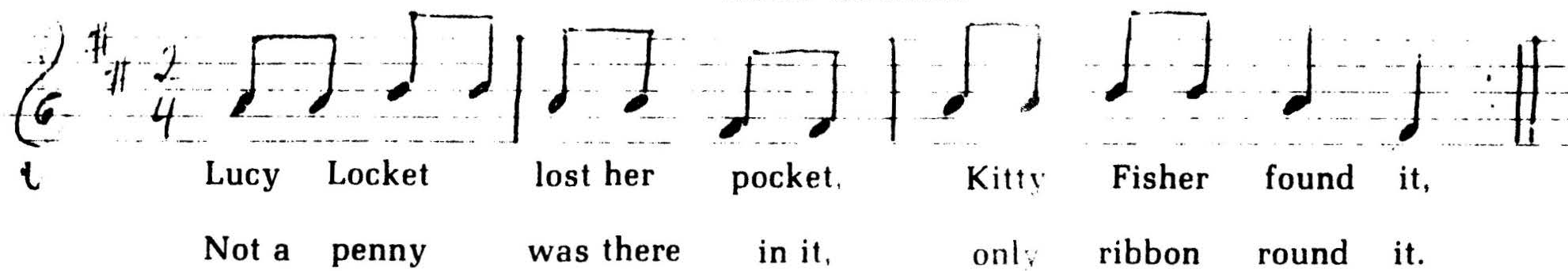
Game:

1. Children sit in circle and one child holds a ball.
2. As they start to sing, pass ball in one direction.
3. Child holding ball at end of song is "out".
4. Repeat until only one person is left.

Start with a large ball and slowly pass it. As children grow more proficient, sing faster and use a smaller and smaller ball.

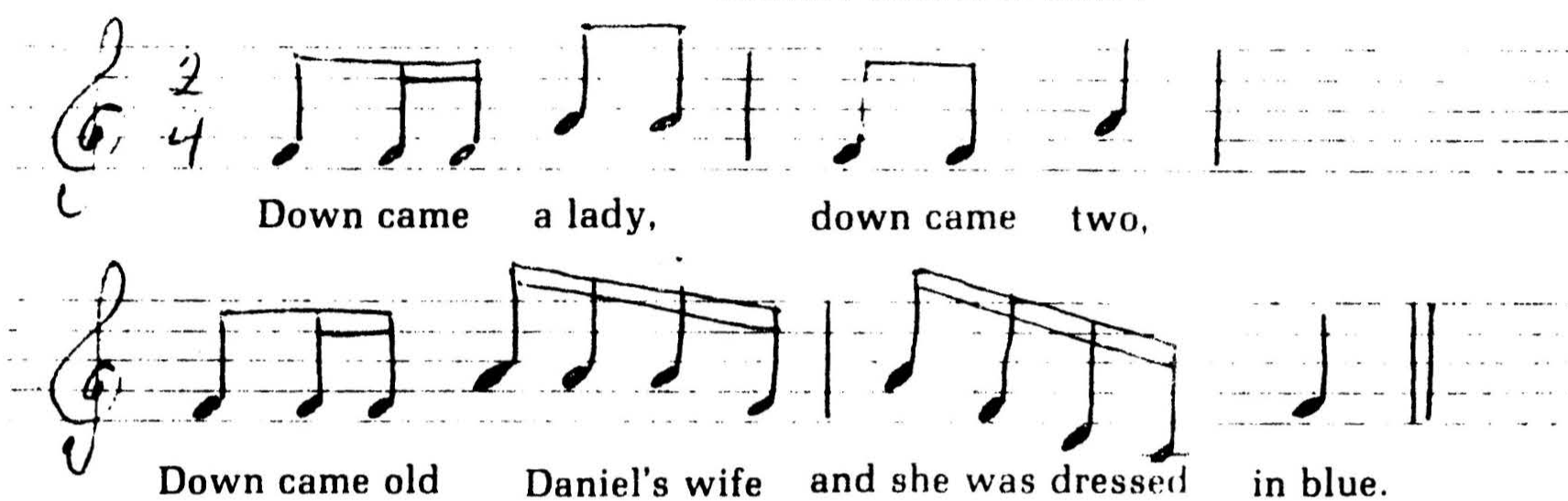
Do the movement standing or kneeling in a circle, for variation and extra practice in coordination.

LUCY LOCKET



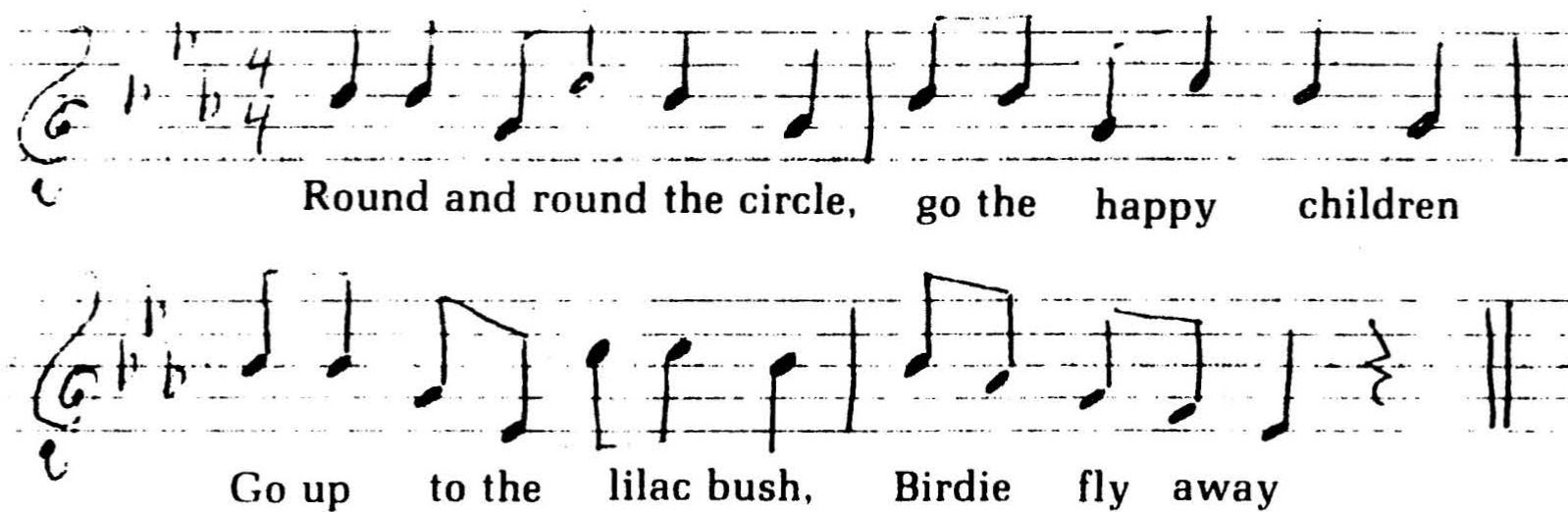
Chase game like "Charlie". Lucy walks on outside of circle with a "pocket", and drops it behind one of the children at the end of song. Other child picks it up - they run in opposite directions - last one to return to vacated spot becomes Lucy.

DOWN CAME A LADY



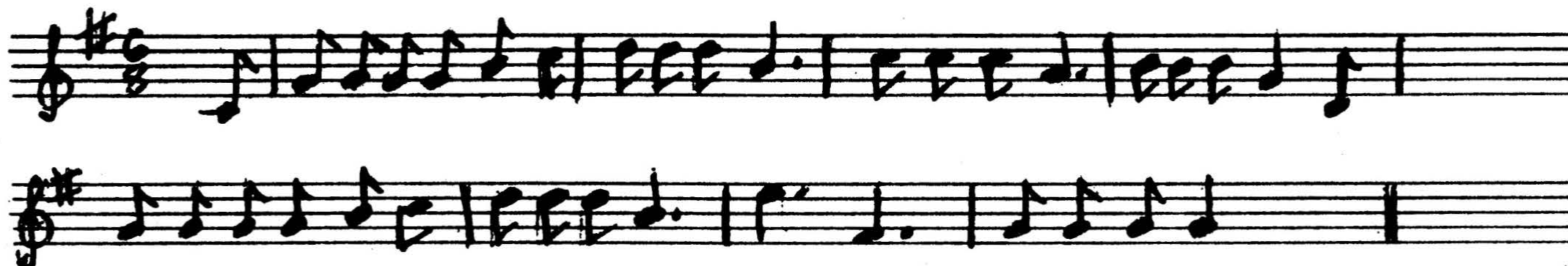
Game: Make a circle, select one child to stand in center. The circle moves and on the word "blue" the child points to one of the other children and sings the name of a different color being worn. This child goes to the outside of circle and walks in the opposite direction to original circle. This continues until all children are in the outside circle.

ROUND AND ROUND THE CIRCLE



Game: Circle formation, one child crouches in center (bird). Circle moves into center on "go up to the lilac bush". Birdie sneaks out and goes around the outside, taps new birdie on the shoulder as children sing: "hush, hush".

OLD ROGER IS DEAD



Two mourners, a grave digger, an old woman, old Roger and one or two children for the trees are the characters needed for this singing rhyme. The other pupils can form a circle around the scene and move around slowly as they sing.

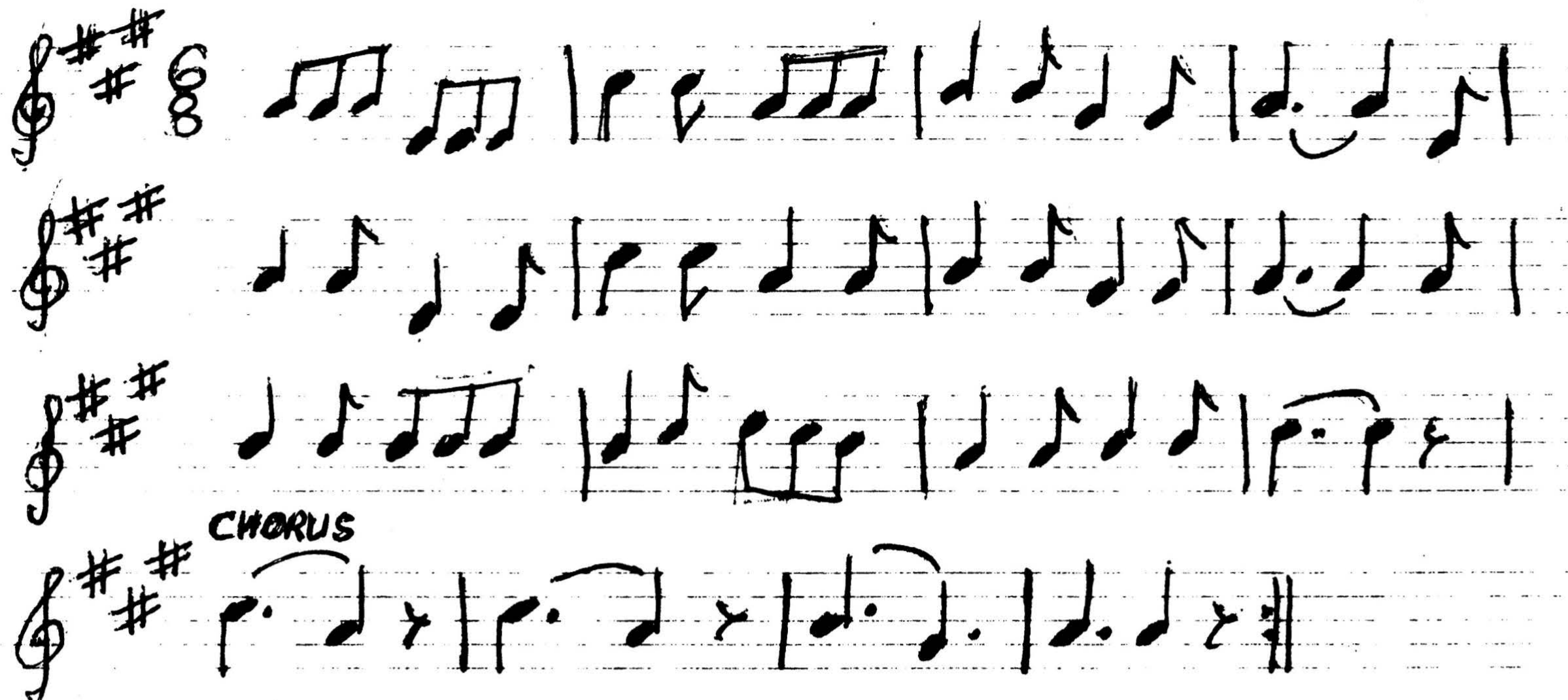
1. Old Roger is dead and he's laid in his grave
Laid in his grave, laid in his grave.
Old Roger is dead and laid in his grave,
He, Hi! laid in his grave.
(Grave diggers and mourners go off).



2. There grew an old apple tree over his head, etc. (During this verse the kneeling tree will rise and stretch).
3. The apples were ripe and they all fell off, etc. (The tree shakes and **throws** down some apples).
4. There came an old woman a-picking them up, etc. (A bent old woman comes through the circle and walks around picking up the apples).
5. Old Roger got up and gave her a knock, etc. (Roger moves, stretches and gets up and then hits the old woman and chases her around).
6. This made the old woman go hicketty-hock, etc. (The old woman limps off and Roger slowly sinks back into his grave. The tree is left swaying slightly).

THREE LITTLE KITTENS

Four children are needed for the main characters in this rhyme, the other pupils can form the chorus and stand in a semi-circle behind the set. The action will be imaginative but dictated by the words of the rhyme.



1. Three little kittens they lost their mittens
And they began to cry,
"Oh, mammy dear!
We sadly fear,
Our mittens we have lost".
"What! Lost your mittens, you naughty kittens,
Then you shall have no pie!"
"Mi-ew, mi-ew, mi-ew, mi-ew".
2. The three little kittens found their mittens
And they began to cry,
"Oh, mammy dear!
See here, see here!
Our mittens we have found".
"What! Found your mittens, you little kittens,
Then you shall have some pie!"
"Purr-purr, purr, purr".
3. The three little kittens put on their mittens
And soon ate up the pie.
"Oh, mammy dear!
We greatly fear
Our mittens we have soiled".
"What! Soiled your mittens, you naughty kittens".
Then they began to sigh
"Mi-ew, miew, miew, miew".
4. The three little kittens they washed their mittens
And hung them up to dry,
"Oh, mammy dear!
Look here, look here!
Our mittens we have washed"!
"What! Washed your mittens, you darling kittens,
But! Smell a rat close by".
"Hush, hush!" "Miew, miew
miew, miew, miew, miew".

Go Tell Aunt Rhody

American Folk Song

Arranged by Bernhard Heiden

Simply

1. Go tell Aunt Rho - dy, Go tell Aunt Rho - dy,
2. The one she's been sav - ing, The one she's been sav - ing, The

Go tell Aunt Rho - dy The old gray goose is dead.
one she's been sav - ing To make a feath - er - bed.

3. Old gander's weeping...Because his wife is dead.
4. Goslings are crying...Because their mother's dead.
5. I was only sleeping...I'd covered up my head.
6. She was only sleeping...She'd covered up her head.
7. Now we'll all grow feathers...To make a featherbed.

One possible dramatization is suggested below.

Verse 1: Messenger Goose waddles to the goslings and sings the bad news.

Verse 2: Goslings waddle slowly as Messenger Goose continues to sing.

Verse 3: Messenger Goose and the goslings stand and sing as Old Gander waddles sorrowfully.

Verse 4: Old Gander, Messenger Goose, and the goslings sing.

Verse 5: Old Gray Goose stands and sings her happy news.

Verses 6 and 7: All sing as Old Gray Goose leads a procession around the barnyard.

If You're Happy

Traditional

Arranged by James Rooker

Gaily

The musical score is written for a single melodic line in 4/4 time, with a key signature of one flat (Bb). It consists of four systems, each with a treble clef staff and a corresponding bass line. Chords F and C7 are indicated above the staff. The lyrics are: '1. If you're hap - py and you know it, clap your hands (clap, clap); If you're hap - py and you know it, clap your hands (clap, clap); If you're hap - py and you know it, Then your face will sure - ly show it; If you're hap - py and you know it, clap your hands (clap, clap).' The score includes various musical notations such as eighth notes, quarter notes, and rests, as well as dynamic markings like accents (>) and slurs.

1. If you're hap - py and you know it, clap your hands (*clap, clap*); If you're

hap - py and you know it, clap your hands (*clap, clap*); If you're

hap - py and you know it, Then your face will sure - ly show it; If you're

hap - py and you know it, clap your hands (*clap, clap*).

2. Tap your foot.

3. Nod your head.

3. Do all three - add additional verses.

ORANGES AND LEMONS

'Oranges and Lemons' says the bells of St. Clement's, 'You owe me five farthings' says the bells of St. Martin's; 'When will you pay me?' says the bells of Old Bai - ley; 'When I grow rich' says the bells of Shore - ditch; 'When will that be' says the bells of Step - ney; 'I do not know' says the great bell of Bow. Here comes a can - dle to light you to bed, And here comes a chop - per, to chop off your head.

This verse is very, very old and the game is not much younger.

Two people make an arch. One is Oranges and the other is Lemons, but which is which they keep a secret! The rest of you make a line and skip round in a circle passing under the arch while you sing the verse. On the last CHOP, the arch chop their arms down round someone's neck - whoever happens to be underneath at the time. They whisper 'Oranges or Lemons?' You choose, also in a whisper, and stand behind whichever you have chosen. When everyone has been chopped there will be two lines, one behind Oranges, the other behind Lemons. Now you have a tug-of-war to see which team is strongest.

The Old Gray Cat

Traditional American Song

Arranged by Cameron McGraw

Freely

1. The old gray cat is sleep - ing, sleep - ing, sleep - ing, The
2. The lit - tle mice are creep - ing, creep - ing, creep - ing, The

old gray cat is sleep - ing in the house. ____
lit - tle mice are creep - ing through the house. ____

3. The little mice are nibbling...in the house.
4. The little mice are sleeping...in the house.
5. The old gray cat comes creeping...through the house.
6. The little mice all scamper...through the house.

One child can be the cat. The other children can be mice. As the mice scamper through the house, the cat tries to catch a mouse. The child who is caught becomes the cat. Repeat as many times as desired.

For an additional dramatic effect, play verses 1, 3, 4, and 6 in the key of G major (as written). Play verses 2 and 5 in the key of G minor (ignore the key signature and play the note B as B-flat whenever it occurs in the song). Play verse 6 at a faster tempo.

The Allee Allee O!

Singing Folk Game from Massachusetts Collected by Richard Chase
Arranged by Cameron McGraw

Exuberantly F d min. a min. d min.

Oh, the big ship's a - sail - ing through the Al - lee Al - lee O, the

g min. G C G₇ C F d min.

Al - lee Al - lee O, the Al - lee Al - lee O! Oh, the big ship's a-sail-ing through the

a min. d min. g min. C₇ F

Al - lee Al - lee O! Hil Ding - dong - day!

From SINGING GAMES AND PLAYPARTY GAMES by Richard Chase
Dover Publications, Inc., New York, 1967. Reprinted through
permission of the publisher

Divide the class into three groups. Two of the groups will form two rows. The third group, with silk scarfs held high, will "sail" down one row at a time. The song should be repeated until each child has had at least one turn.

THE JOLLY MILLER

Jolly is the miller who lives by the mill
The wheel goes round with a right good will
One hand on the hopper and the other on the sack
The right step forward and the left step back.

ACTION: A double circle march round and sing the words. On the fourth line, inside partner steps forward, outside partner steps back; thus changing partners.

Variation: One person in the middle who tries to grab a partner during the change-over. The person left goes to the center.

TEN LITTLE INDIANS



All children in circle. As singing begins a selected child hops into the circle (Indian fashion). He beckons to another who follows. The game continues until ten children are dancing in the circle. With verse two the first Indian dances back to the circle and the others, one by one, do the same.

I-TISKET, I-TASKET



One child, carrying handkerchief runs around a circle of players while everyone sings. At the shout "dropped it", he or she lets the handkerchief fall behind one of the children and begins to run. That child picks up the handkerchief, pursues and tries to catch him before he reaches the vacant place in the circle.

NUTS IN MAY



FORMATION: Two lines facing each other. $\begin{matrix} 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 2 \end{matrix}$

VERSE 1

Here we go gathering nuts in May, Line 1 advances
Nuts in May, nuts in May and retreats singing
Here we go gathering nuts in May,
On a cold and frosty morning.

VERSE 2

Who will you gather for nuts in May? etc. Line 2

VERSE 3

Oh, we'll gather (child's name) for nuts in May, etc. Line 1

VERSE 4

Who will you send to take her(him) away? etc. Line 2

VERSE 5

We'll send (child's name) to take her(him) away, etc. Line 1

The named children step forward and try to pull each other over a line drawn on the ground. The loser joins the other line and the game continues until one line has lost all players.

Pop Goes the Weasel

American Square Dance Tune

Humorously



Children skip around in a circle. On the word Pop! the circle breaks and during the singing of the verse the activity known as thread the needle is performed.

CHORUS

A half a pound of tuppenny rice
A half a pound of treacle
That's the way the money goes
Pop! goes the weasel.

VERSE 1

In and out the city streets
Up and down the steeple
All along the river bank
Pop! goes the weasel.

VERSE 2

All around the mulberry bush
The monkey chased the weasel
The monkey thought 'twas all in fun
Pop! goes the weasel.

VERSE 3

A penny for a reel of thread
A penny for a needle
That's the way the money goes
Pop! goes the weasel.

VERSE 4

I went up to Taylor's shop
I picked up a needle
Stuck it into Grandma's coat
Pop! goes the weasel.

VERSE 5

Mammy washes baby's clothes
Daddy rocks the cradle
Put your hand behind the door
Pop! goes the weasel.

LITTLE SALLY SAUCER



1. Little Sally Saucer, sitting in the water.
2. Rise up Sally, wipe away your tears.
3. Turn to the East side, turn to the West side.
4. Turn to the very side that you love best.

DIRECTIONS:

1. "Sally" sits in center of ring while others walk around her singing.
2. Follow directions of words.
3. Follow directions of words.
4. Sally chooses the next "Sally".

GRAND OLD DUKE OF YORK



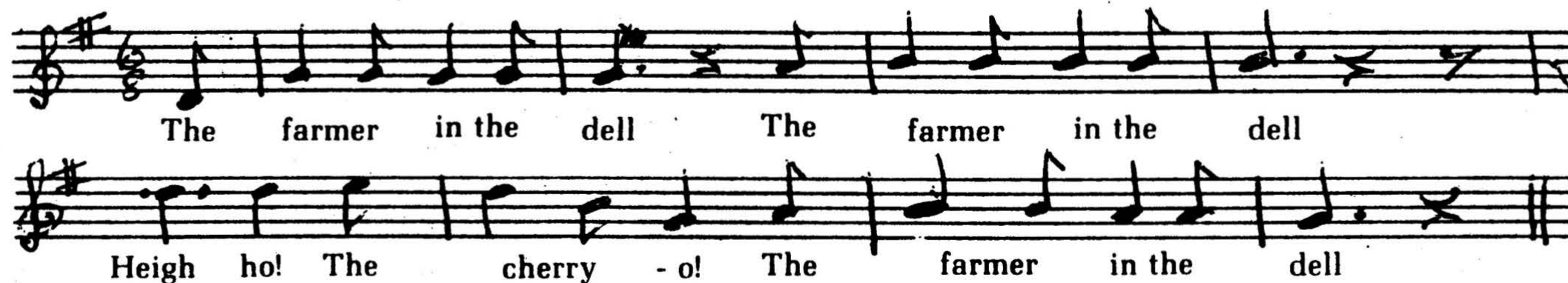
Oh, the grand old Duke of York,
He had ten thousand men;
He marched them up to the top of the hill,
And he marched them down again.

And when they were up, they were up,
And when they were down, they were down,
And when they were only half way up,
They were neither up nor down.

DIRECTIONS:

Children choose partners and stand facing in two lines. Pair (1) holding hands march between lines, turn and march back. Partners separate and go outside the lines to march to the other end where they join hands to form an arch. The lines which have followed the leaders go under the arch in pairs and march to original positions. Pair (2) will then be leaders. Continue until each pair has participated.

THE FARMER IN THE DELL



The farmer takes a wife, etc.
The wife takes a child,
The child takes a nurse,
The nurse takes a dog,
The dog takes a cat,
The cat takes the rat
The rat takes the cheese,
The cheese stands alone.

After the farmer is chosen, he stands in the ring. The children circle him and sing continuously as the characters are chosen. At the end, the players return to the circle leaving the "cheese" who becomes the farmer.

SKIPPING GAME

**On the Mountain stands a lady,
Who she is I do not know,
All she wants is gold and silver,
All she wants is a nice young man.**

Even if it isn't true, it's a good rhyme to skip to, specially if you have two people turning the rope for you. If you did not trip or stop, they choose and call out a boy's name. Then they will ask

'Does she love him?'

and turn the rope very fast while you find the answer -

'Yes, no, yes, no, yes.'

If you stop on yes, you carry on to find out how your story finishes. Ask the questions and skip one word for each turn of the rope to find the answers:

What does he do?

Tinker, tailor, soldier, sailor, richman, poorman, beggarman, thief.

What month shall I marry?

January, February, March . . . and so on, through all the months. You can do the same for the days of the week.

What shall I wear?

Silk, satin, velvet, rags.

Where will the wedding be?

Church, Chapel, Cathedral, Registry Office.

When will it be?

This year, next year, sometime, never.

What will the bouquet be?

Violets, roses, carnations, dandelions.

How many bridesmaids shall I have?

Count.

Where shall we live?

Mansion, House, Cottage, Pig-sty.

How many children shall we have?

Count.



If you are skipping alone, or bouncing a ball, you can use the same questions and answers. Find out the boy's name by saying the alphabet till you drop the ball on a certain letter and choose for yourself a name beginning with that letter.

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DATE DUE

JAN 20 1988
FEB 17 1988

FEB 27 1988
MAR 17 1988

~~JUL 6 1988~~

JUN 17 1994

DEC 4 1994

~~AUG 1 1995~~

AUG 12 1996

~~JAN 11 1998~~

WITHDRAWN

